

ABSTRACT

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Virtual Communication Patterns in the Mobile Legends Online Game Community: Study of the Gunadarma University E-Sport Community

Keywords: E-Sport, Gunadarma, Game Community, Mobile Legends, Virtual Communication Patterns

(xii + 87 + appendices)

Online games are games played using an internet connection. This study aims to explore the virtual communication patterns within the Mobile Legends online gaming community at the E-Sports Community of Gunadarma University. The theoretical framework used in this research is the Computer-Mediated Communication (CMC) Theory. This study employs a qualitative research method. The data collection techniques used include interviews, observations, and documentation. The findings of this research indicate that the virtual communication patterns within this community primarily follow secondary communication patterns and linear communication patterns, with the latter being the most frequently used. These communication processes typically occur in face-to-face interactions. In terms of secondary communication patterns, the Mobile Legends online gaming community relies heavily on tools or media as communication platforms. These include WhatsApp groups, Discord, and Instagram, which serve as primary communication channels for the community. Meanwhile, in terms of linear communication patterns, the community occasionally engages in face-to-face communication during specific events, such as tournaments, where members of the Mobile Legends online gaming community gather in person.

Bibliography (2015-2024)